# James Skett | Software Developer

# Personal Information

Date of Birth: 31/10/1996

Home: 138 Cook Road, Horsham, West Sussex, RH12 5GQ, Tel No: 01403 259555,

Mobile: 07810158781

Website: [jamesskett.github.io](https://jamesskett.github.io/)

Email: [jamesskett31@gmail.com](mailto:jamesskett31@gmail.com)

GitHub: <https://github.com/JamesSkett>

# Personal Profile

I am very enthusiastic about making games and am always looking for new things to learn. My motivation for coding and making games came in college when I did a web development and game development unit in ICT from then on all I wanted to do was code and make games. The project I’m most proud of is the small game I made on the PS4 dev kits I spent a lot of time on it and managed to use multithreading too.

# Technical Skills

* **C++ programming**
* **Object-Oriented Development**
* **PS4 Development (3 months)**
* **DirectX 11**
* **C# programming**
* **SDL**
* **GitHub**
* **Unity 2D and 3D**
* **Unreal Engine 4**
* **3D Studio Max**
* **UV mapping**

# Education

## Sept 2015 – July 2018:

Southampton Solent University – Computer Games (Software Development)

**Final Year: Overall Result First Class Honours (72.46%)**

* **Final Major Project:** ‘Adaptive Monster AI for Horror Games’ I created a tech demo to show off a probabilistic state machine that makes the monster AI look like it was learning as the game progressed. I learnt how to implement A\* pathfinding, other AI behaviours and field of view checks. **Grade: 70%.**
* **Advanced Games Programming**: I used DirectX 11 to create a simple 3D game using different physics and scene management. **Grade: 76%.**
* **Video Game Design**: I worked in a team of 3 to create a 3D game aimed at teen girls. **Grade: 68%.**
* **Software Systems Development:** I worked as a team of 3 to create a Game Café Demonstration program following the SCRUM project management technique and ICONIX development process. **Grade: 66%.**

**Second Year Modules:**

* **Console Development:** Grade: 92%.
* **Computer Games Programming:** Grade 64%.
* **Gameplay and Game Design:** Grade 74%.

**First Year Modules:**

* **Programming Fundamentals: Grade: 63%**
* **Object-Oriented Development: Grade: 74%**
* **Introduction To Databases: Grade 83%**

## September 2013 – July 2015:

College of Richard Collyer: ICT D\*D\*, Electronics B, Product design C.

## September 2008 – June 2013:

Tanbridge House School: A-C achieved in 12 GCSE’s Including Maths (B), English (B).

# Employment

## November 2018 – Present

RivaNET – Junior IT Support Engineer

* I work across various schools providing IT support to all staff whether it be fixing computer hardware or software and learning more advanced windows server work.

## June 2014 – November 2018

Tesco – Horsham/Southampton

* I worked in the stock control department where I work with a team to count the fresh food stock using a PDA sometimes taking the lead on the counts.

# Hobbies and Interests

­­­

My main interests are technology and sports. I love finding out about new tech including new games, I like to see what new things companies come up with to change the market. Also, I love all sports however have mainly played Football and Cricket. I have been playing football since I was 6 years old and have played at various clubs and at various levels. I started cricket when I was 10 and am now playing for Southwater 1st team.